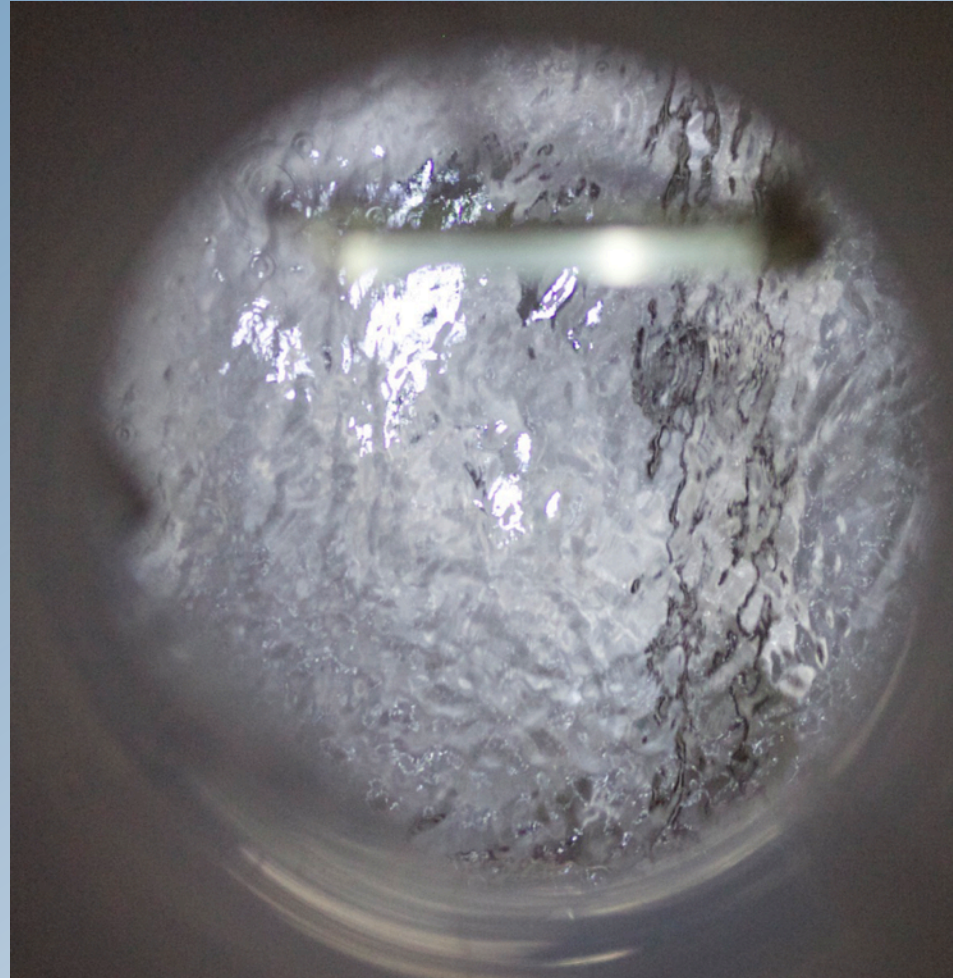


Liquid Argon Detector Simulation and Reconstruction



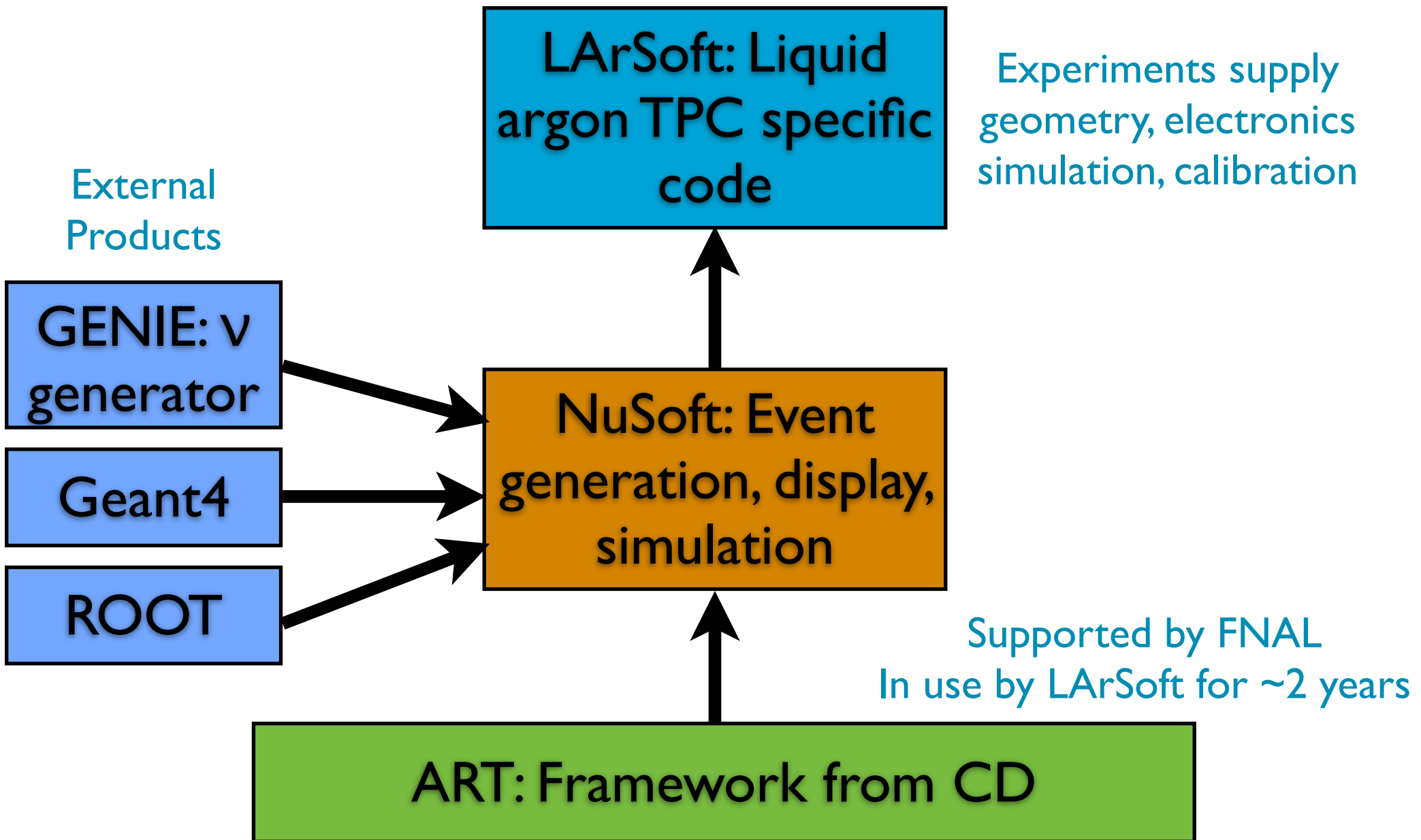
Brian Rebel
September 2012

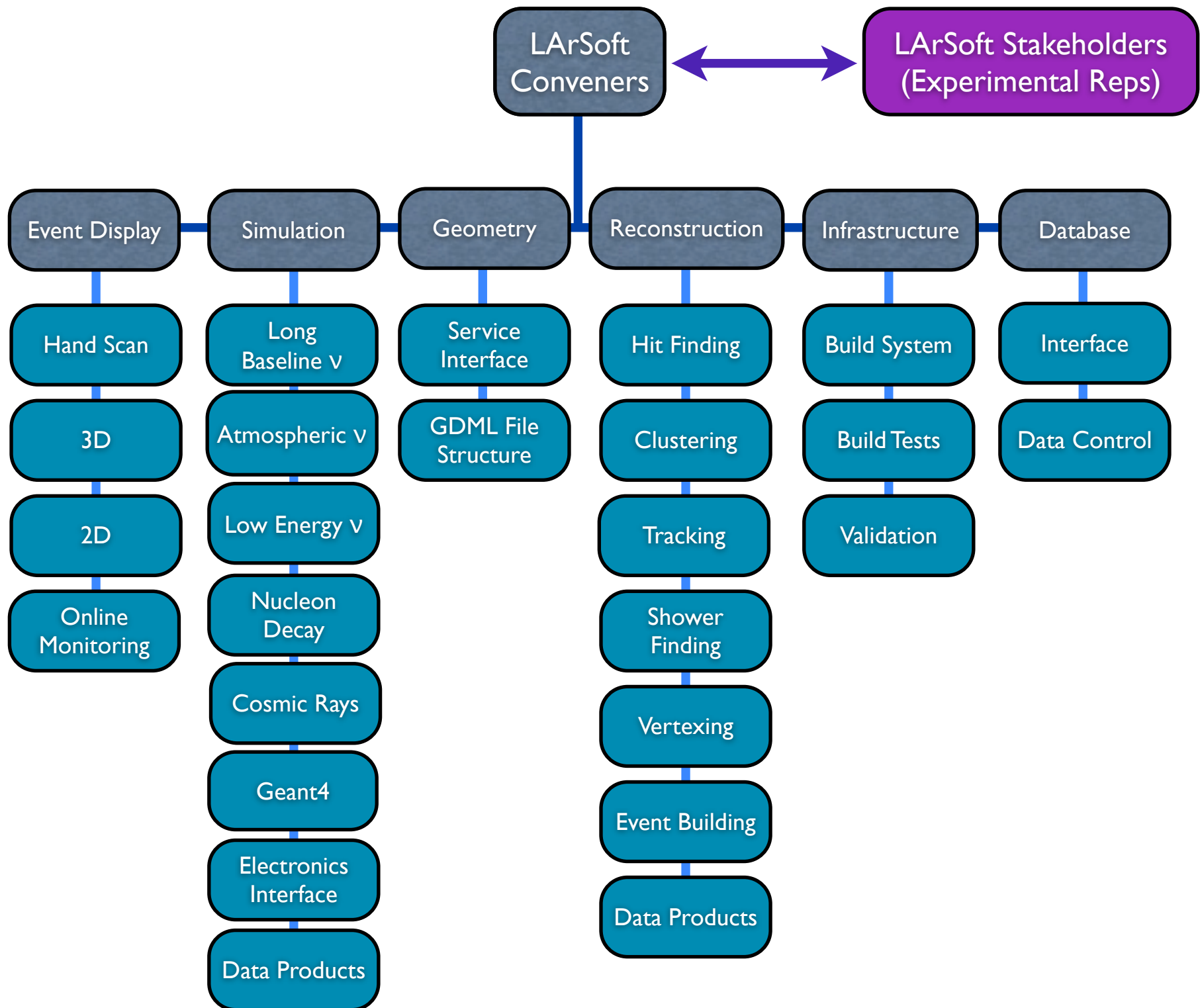
LArSoft Overview

- LArTPCs provide bubble chamber quality images in a digital format
- LArSoft is a simulation, reconstruction and analysis framework for any LArTPC
 - Started in 2008 with goal of fully automated reconstruction for any LArTPC
 - Automated reconstruction has been done by ICARUS and for T2K 2km proposal
 - Previous experiments have developed individual simulation and reconstruction software
- LArSoft takes this effort further by leveraging the efforts of a variety of experiments into a single product
- First time such an endeavor has been attempted

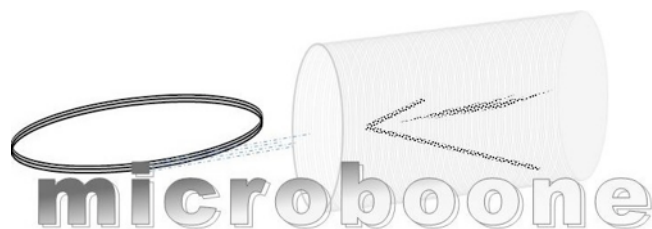


Organization of LArSoft

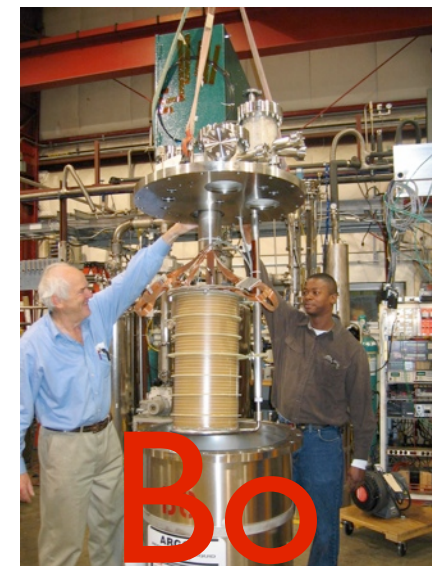




LArSoft Participation



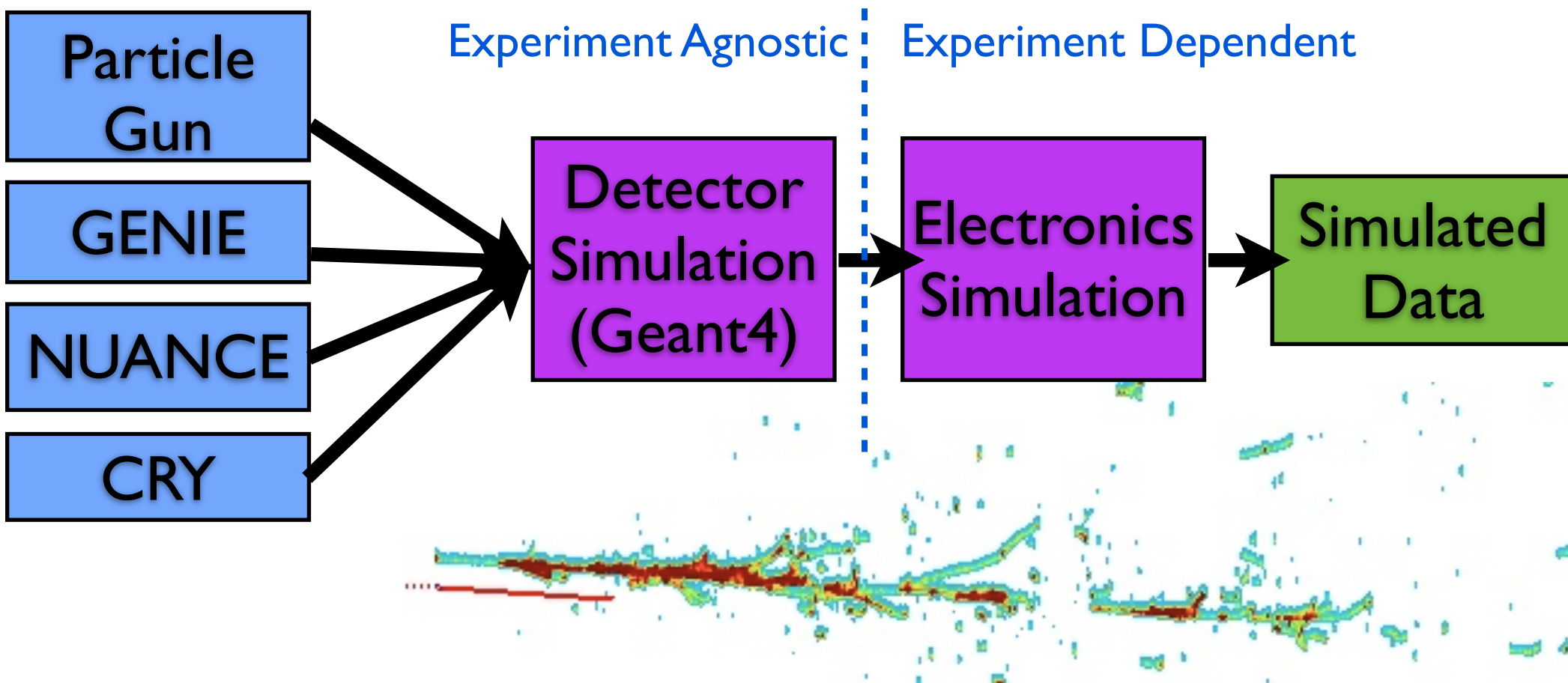
LBNE



- ▶ LArSoft is designed to service any LArTPC
- ▶ 25+ contributors to LArSoft, many joined in past year
- ▶ Regular workshops and meetings provide forum to discuss ideas and advance the code
- ▶ ArgoNeuT contributors are leading the way as they have actual data
- ▶ MicroBooNE and LBNE benefiting from those efforts, also contributing code
- ▶ Contributors are enjoying the challenge of reconstructing neutrino interactions in liquid argon

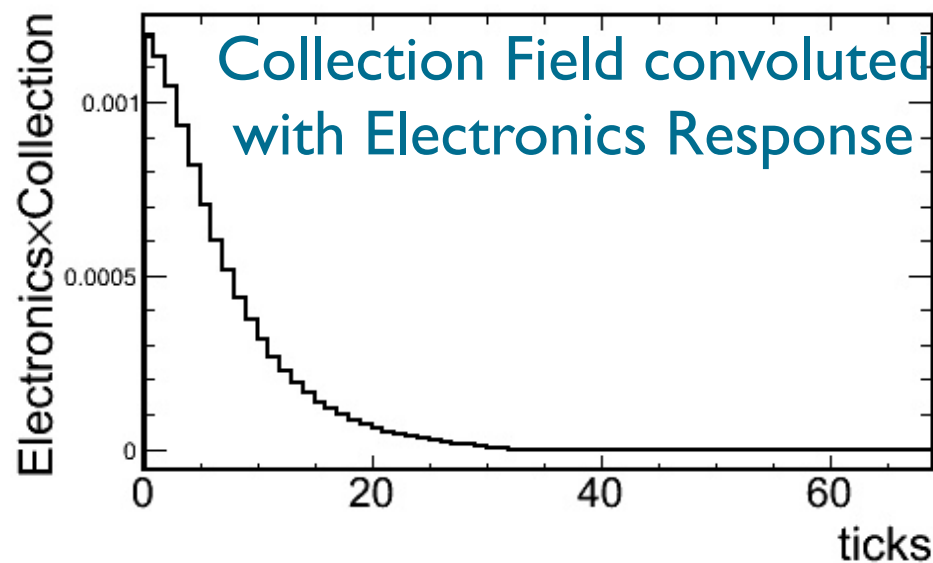
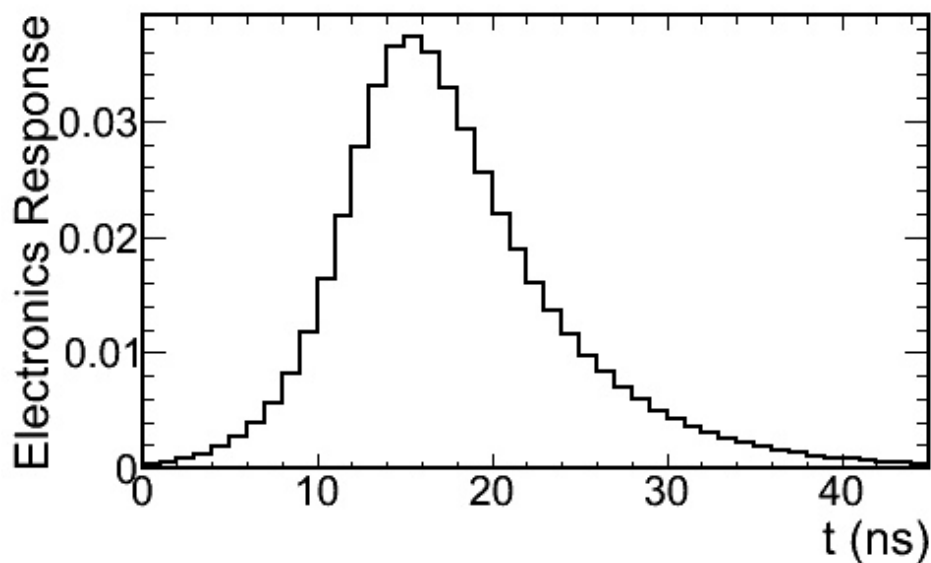
Simulation Chain

- ▶ The simulation has experiment agnostic and experiment dependent aspects
- ▶ All experiment agnostic simulation code has been in place and working for over 3 years
- ▶ Experiments have to provide a GDML file with the geometry description

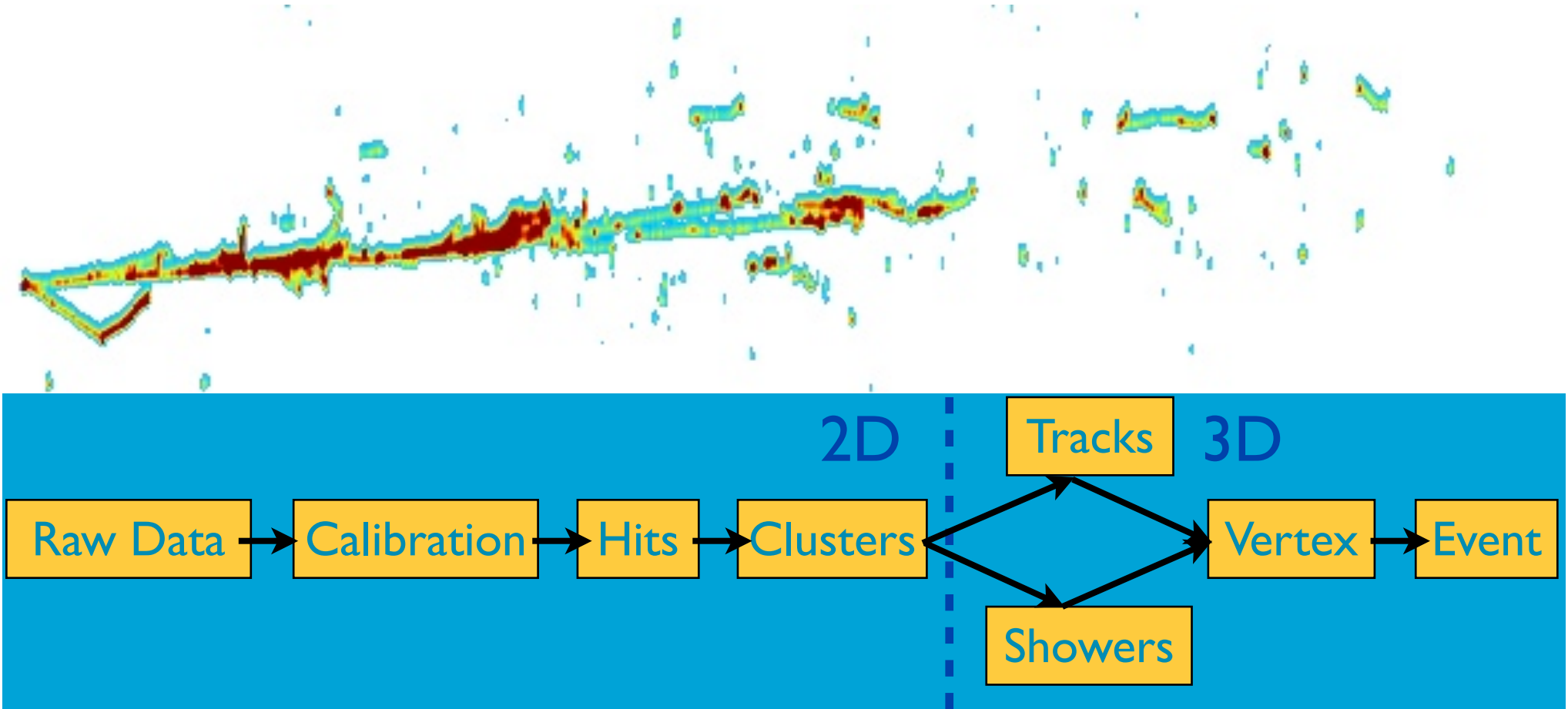


Electronics Simulation

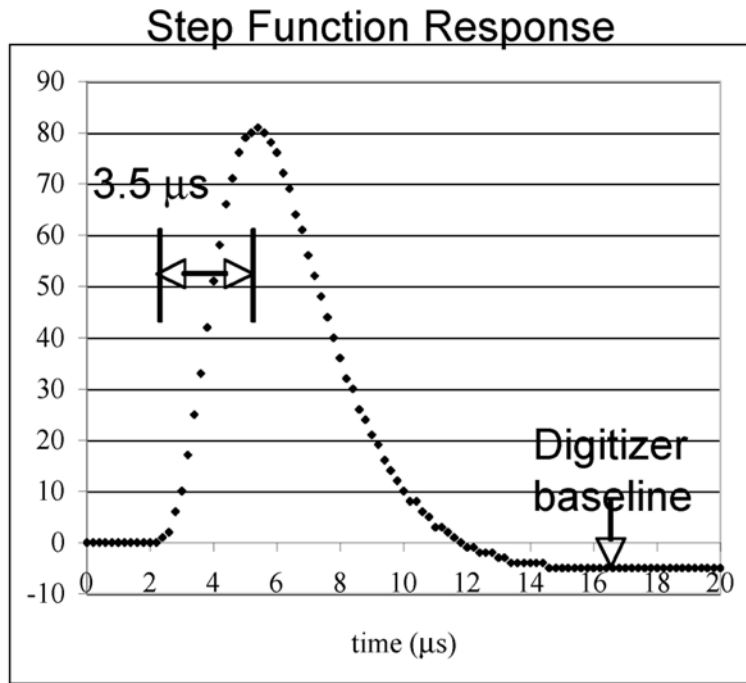
- ▶ Each experiment is responsible for its own electronics simulation module
- ▶ The simulation would still be written in LArSoft and would run in a job path as it is possible to plug and play with various modules
- ▶ Below are examples of electronics simulations for MicroBooNE
- ▶ The MicroBooNE code is in the repository and can be used as a placeholder



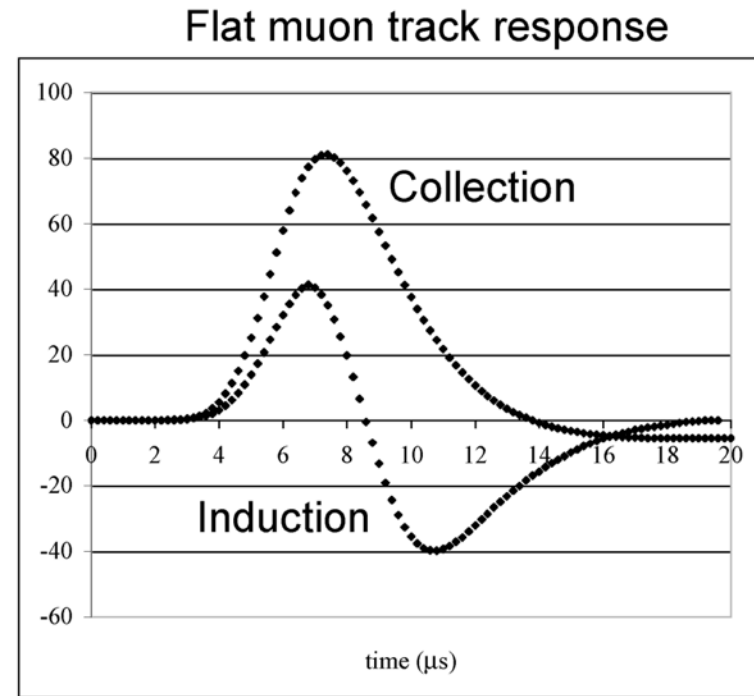
Reconstruction Chain



Calibration

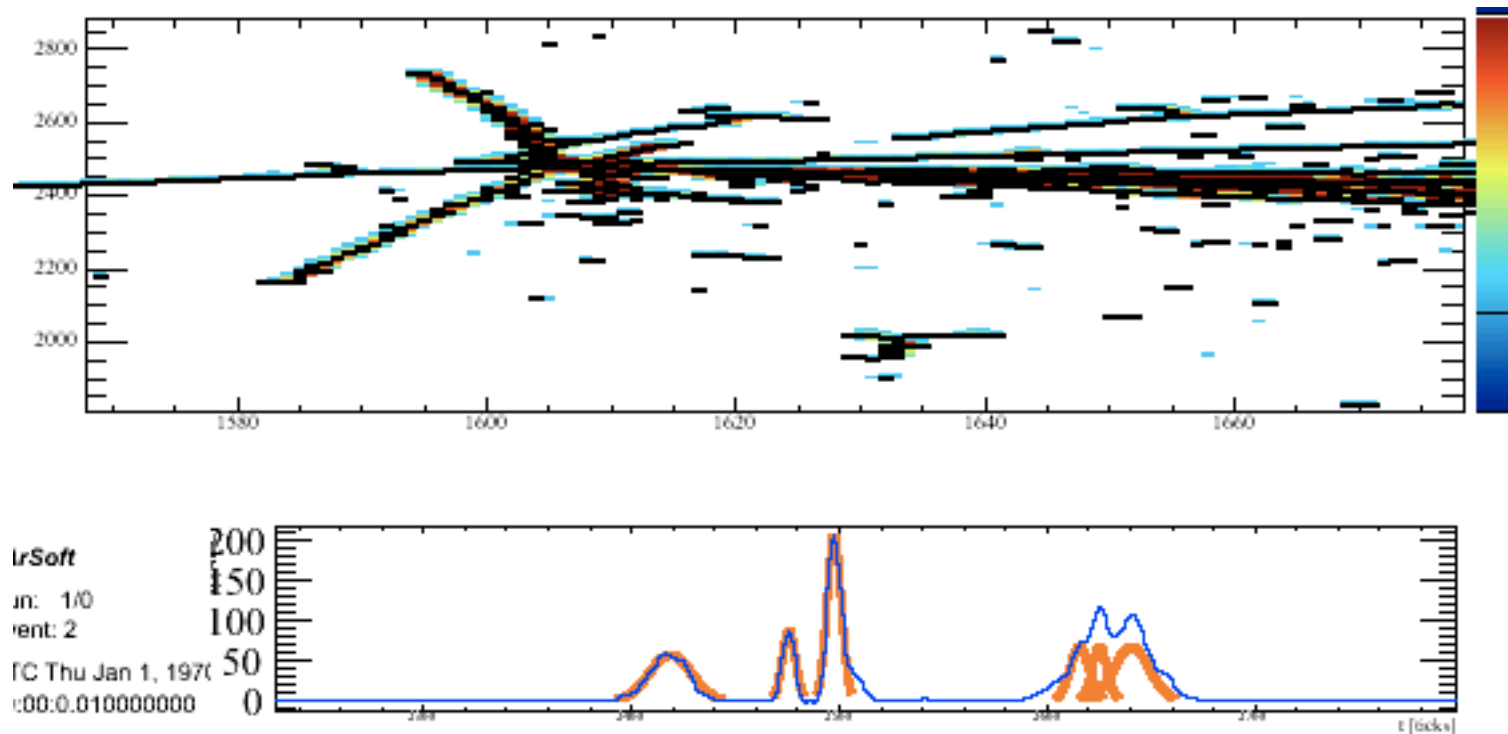


MSU



- First step is to take the raw data and perform any necessary calibrations
- Use a FFT to deconvolve electronics response from the signal
- Converts bipolar pulses to unipolar, also filters noise at both high and low frequencies
- Output has calibrated signal for each tick of the clock

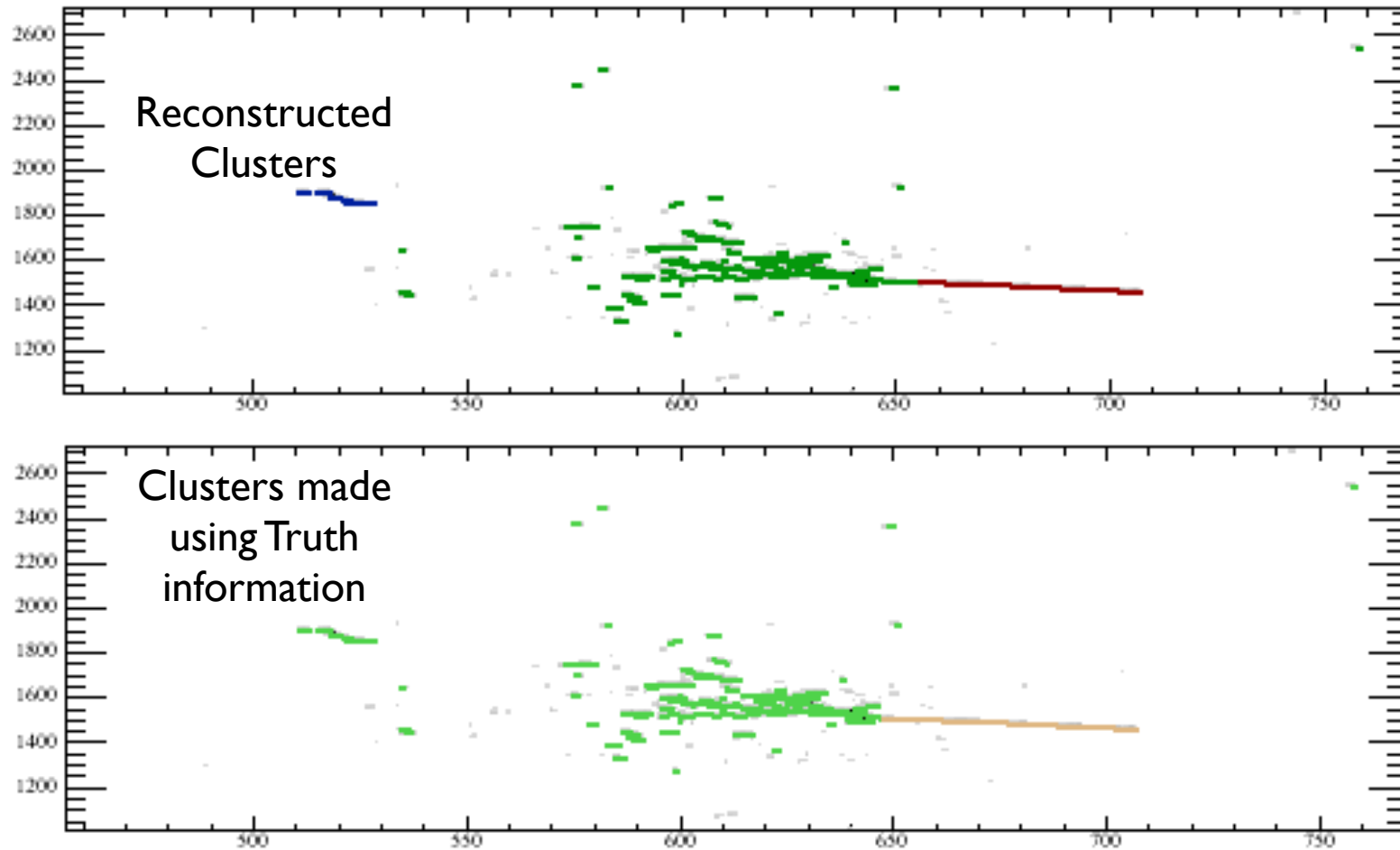
Hits



Syracuse

- Hits are signals on a wire that have gone above a determined ADC threshold
- Hits are found using a Gaussian fit
- Closely spaced hits are identified using multiple-Gaussian fit

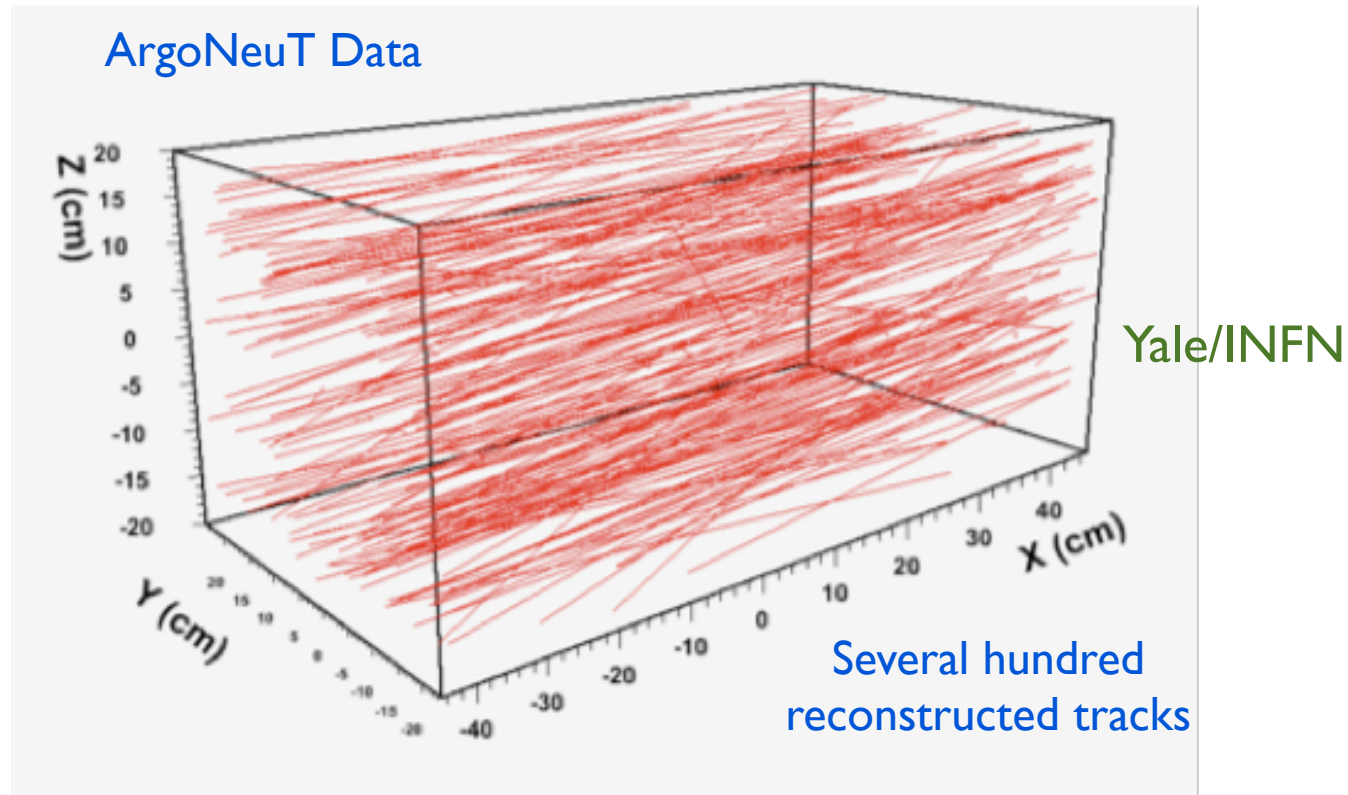
Clusters



Fermilab

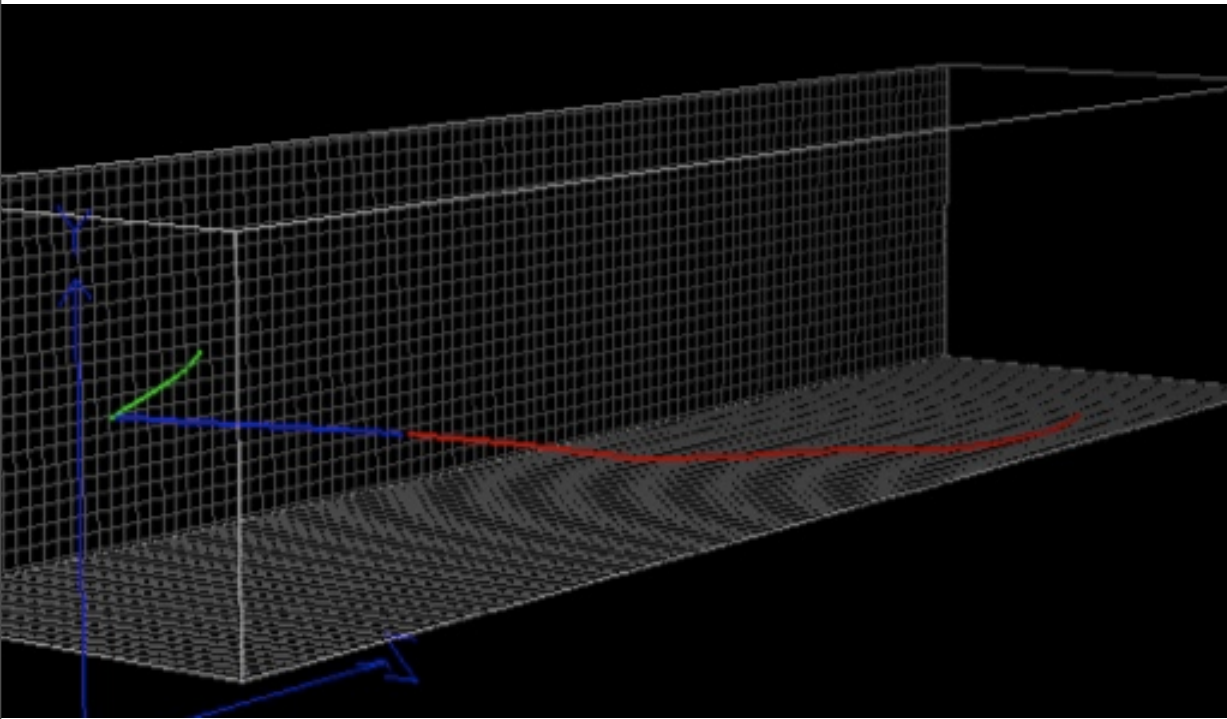
- Clusters are defined as groups of hits that are associated in time and space
- Several techniques available to identify clusters, the above example makes use of a combination of a fuzzy cluster algorithm and Hough transforms
- Some tuning yet to do, but initial results are promising

Tracks

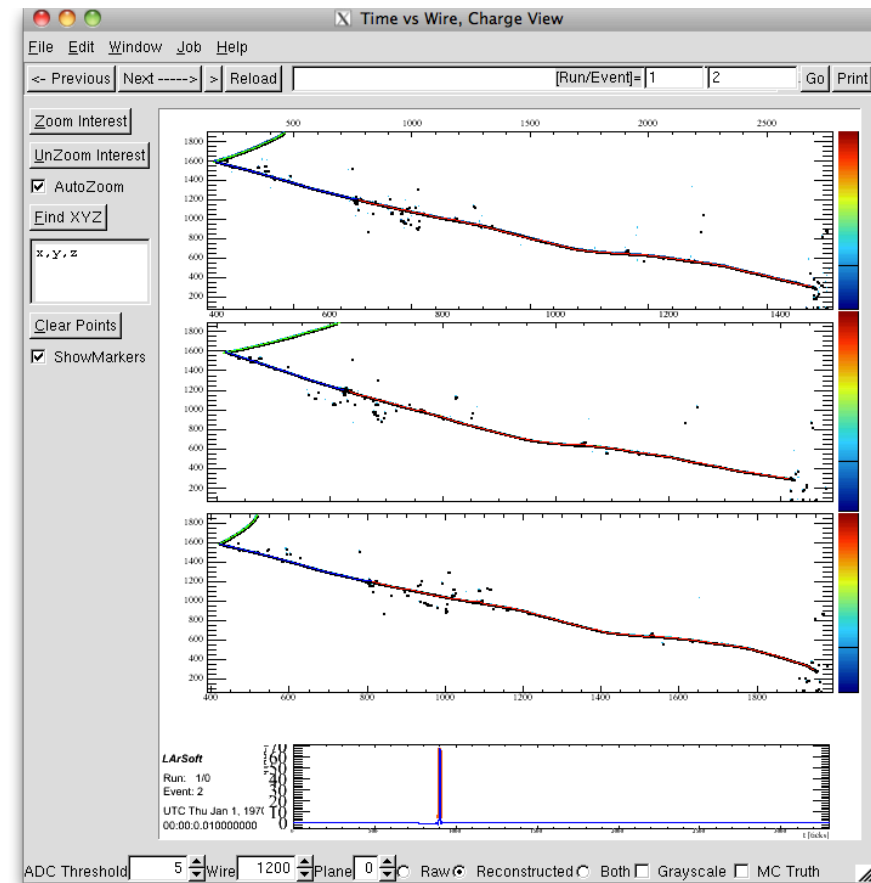


- Clusters from multiple views are merged into either tracks or showers
- Merging requires knowledge of the timing in each view
- Current tracking works well for straight lines, ongoing work to improve algorithms for larger detectors where multiple scattering is a big effect

Tracking from Hits



MIT



- Bezier method for finding tracks is promising new technique
- Find the possible 3D locations of all hits by using information from all views
- Create seeds based on close by space points that have similar directions
- Connect up the seeds with Bezier curve to create the tracks

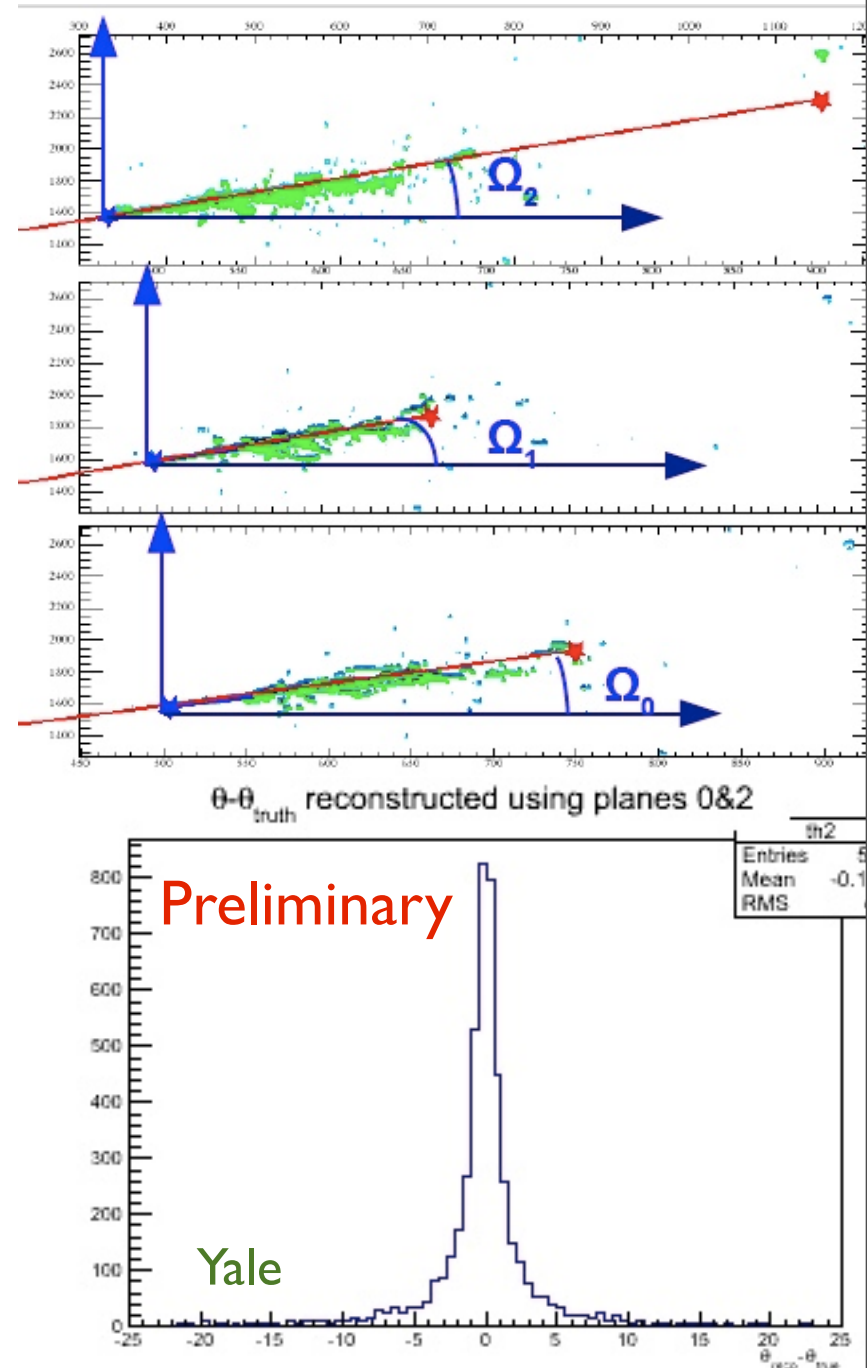
Kalman Filtering

- Two options for Kalman filtering in LArSoft -
 - First is based on Genfit package, however Genfit does not appear to be supported any more
 - LArSoft specific filter under development
- LArSoft specific implementation has benefit of simplicity as it need only worry about one medium rather than having overhead for multiple
- Work is progressing nicely, could either do track finding and filtering/fitting in one step or take pre-produced tracks to do fitting
- Can use the Kalman filter to get an estimate of track momentum from multiple scattering

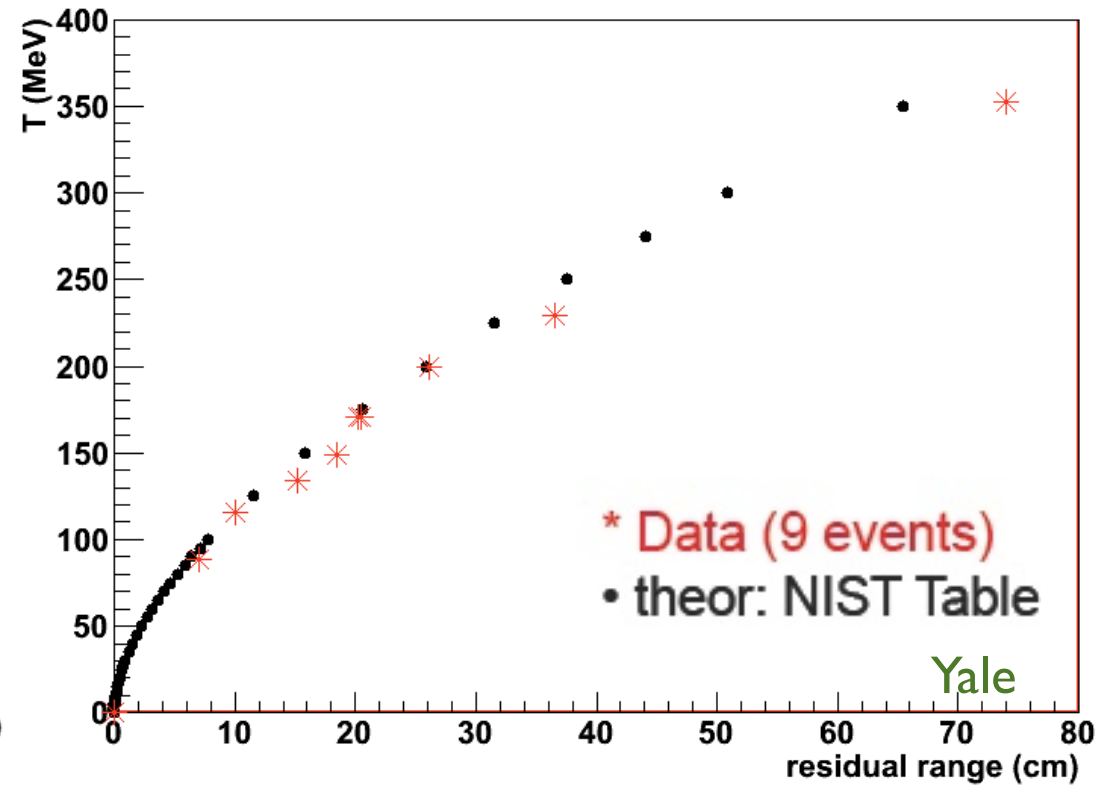
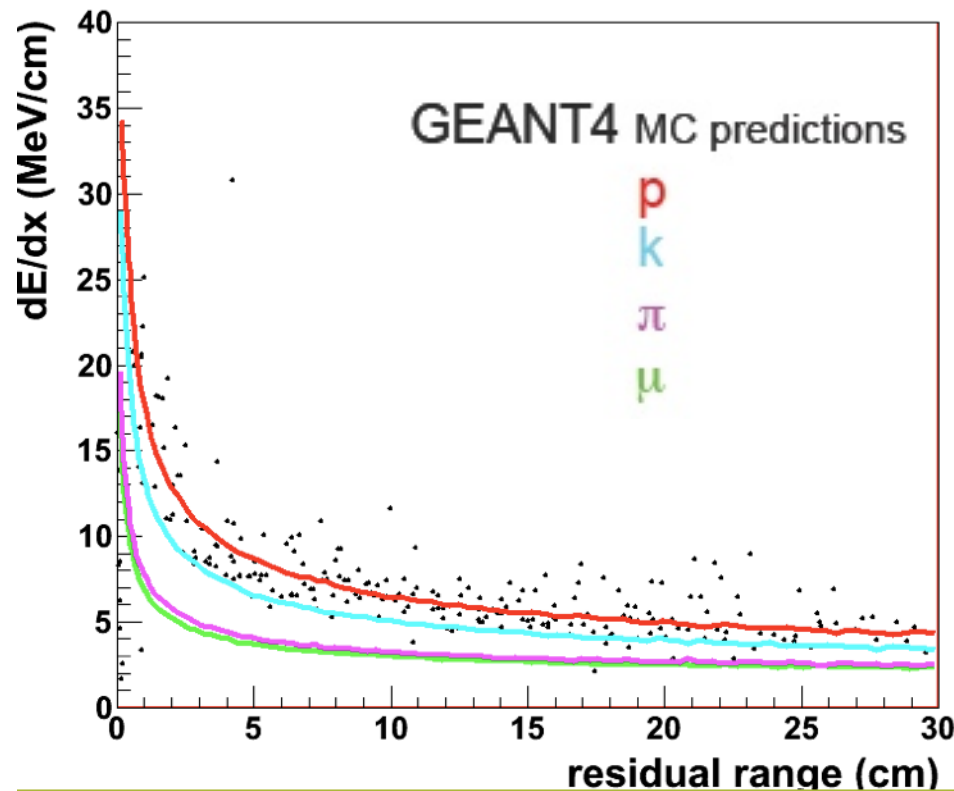
Fermilab/Yale

Shower Reconstruction

- Strategy is to get the 2D angles of the clusters and use those to reconstruct in 3D
- Then use 3D information to reconstruct the energy deposited, including Birk's law corrections
- First attempts at angle reconstruction are very encouraging, still work to be done
- Can then use the dE/dx information to separate electrons and photons, preliminary studies underway



Calorimetric Reconstruction

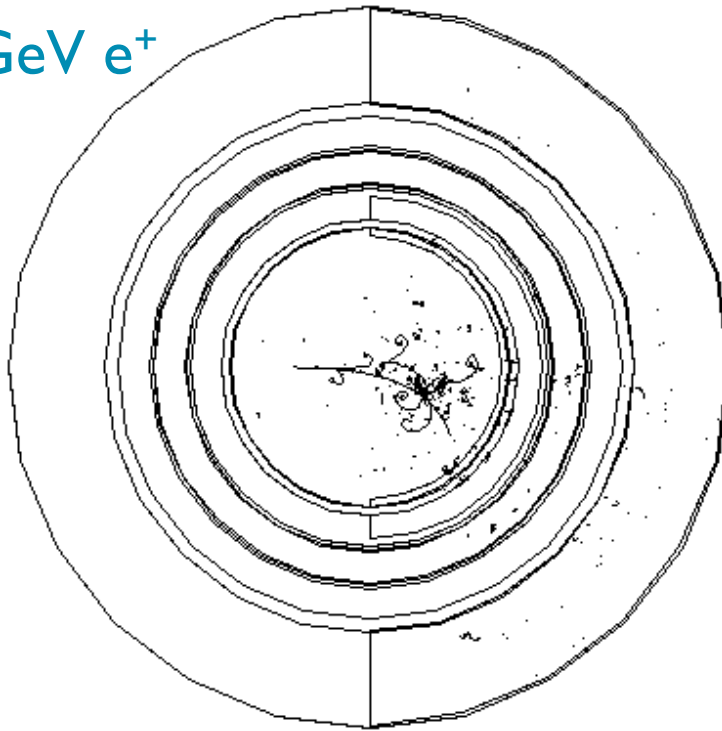


- Use ArgoNeuT data to measure dE/dx along the track and compared to Geant4 predictions
- See nice agreement between data and expectation for protons
- Data matches the prediction from the NIST tables as well

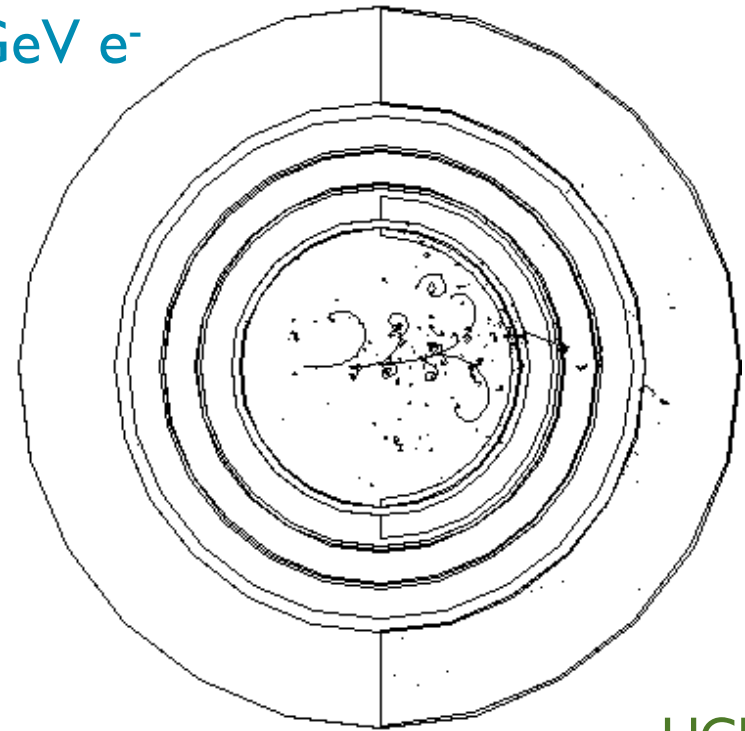


Magnetized Detectors

3 GeV e^+



3 GeV e^-



UCLA

- Some initial studies done by LBNE collaboration on magnetized detectors with an eye towards a magnetized near detector
- Above plots show positrons and electrons in a 6 T field from an MRI magnet
- On going work in LArSoft to provide ability to simulate and reconstruct magnetized detectors

Challenges for High-Intensity Beams



- The relatively long drift times in LArTPCs can cause pile up in high intensity beams
- Near detectors will have multiple neutrino interactions and cosmic rays
- Far detectors will mostly have cosmic rays and single neutrino interactions
- Light collection systems may help with separating multiple interactions in the same beam spill
- Shorter drift times could reduce cosmic ray contamination but increase electronics costs

Summary



- LArSoft is a general reconstruction and simulation package for liquid argon TPCs
- The simulation is quite advanced
 - Makes use of interfaces to standard external packages like GENIE, Geant4 and CRY
 - Individual experiments have to write their own electronics simulation code, that is then run as a module in LArSoft
- The reconstruction chain is becoming quite advanced
 - The 2D portion of the chain is becoming well established
 - Lots of recent progress in tracking and shower finding
 - Still need to tie it all together to produce fully reconstructed events
- High intensity beams will provide challenges to the reconstruction, but should be soluble